

CA-IDMS[®]

Online Compiler Text Editor
15.0



Computer Associates

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How to Use This Manual

What this manual is about

This manual describes Release 15.0 of the CA-IDMS online text editor. You use this text editor when you use any of the following CA-IDMS online compilers and development tools:

- IDD DDDL compiler
- IDD Menu Facility
- CA-IDMS system generation compiler
- CA-IDMS/DB schema compiler
- CA-IDMS/DB subschema compiler

Who should use this manual

This manual is appropriate for applications programmers, systems programmers, database administrators, and any others who use one or more of the CA-IDMS development tools listed above.

What this manual contains

This manual contains the following topics:

- Introducing the online text editor — Describes the online text editor and development tools that use it
- Using top-line commands — Describes the top-line commands that you can use to direct a development tool session
- Using line commands — Describes how to manipulate the workfile, line by line
- Using control keys — Describes the control keys (such as [PF1] and [Enter]) available in the online compiler text editor

Where to find more information

For details about the various development tools that use the online compiler text editor, see:

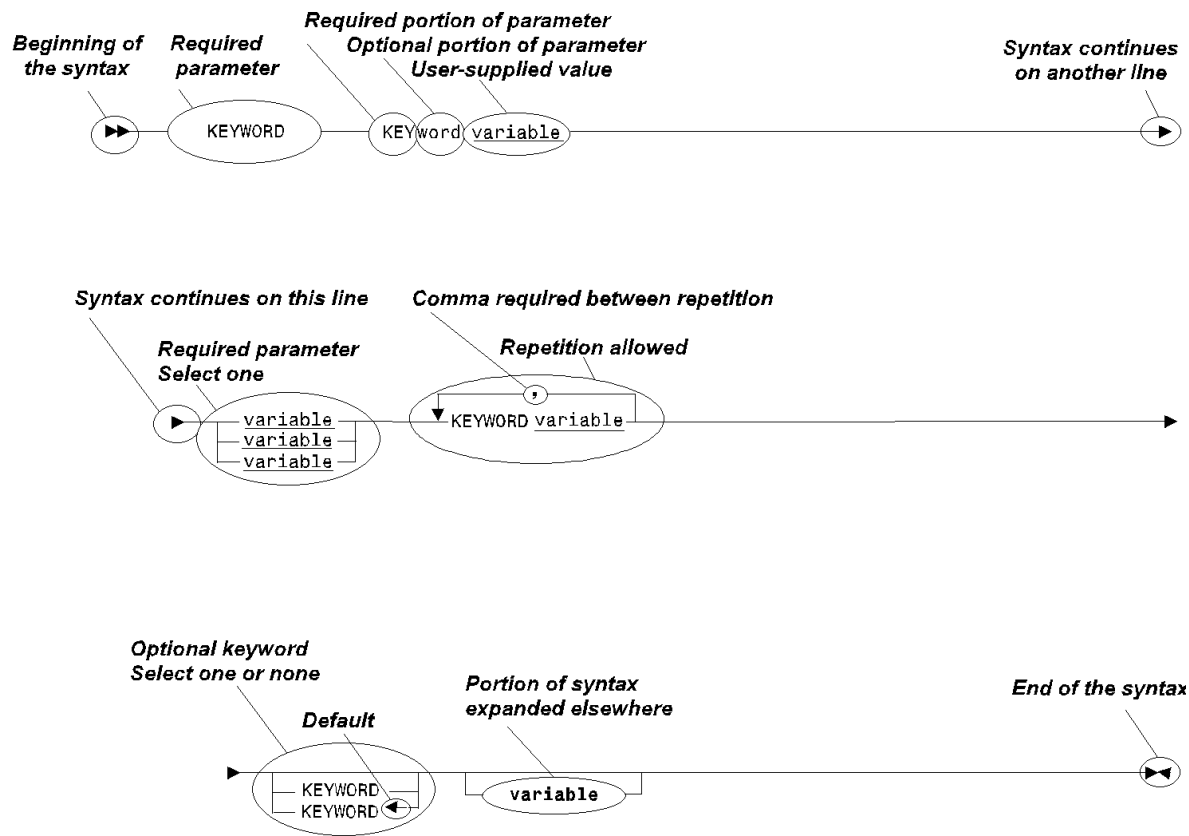
- *CA-IDMS System Generation*
- *CA-IDMS Transfer Control Facility*
- *IDD DDDL Reference*
- *CA-IDMS/DB Database Administration*

Understanding Syntax Diagrams

Look at the list of notation conventions below to see how syntax is presented in this manual. The example following the list shows how the conventions are used.

<u>UPPERCASE</u> OR SPECIAL CHARACTERS	Represents a required keyword, partial keyword, character, or symbol that must be entered completely as shown.
<i>lowercase</i>	Represents an optional keyword or partial keyword that, if used, must be entered completely as shown.
<u>underlined lowercase</u>	Represents a value that you supply.
←	Points to the default in a list of choices.
lowercase bold	Represents a portion of the syntax shown in greater detail at the end of the syntax or elsewhere in the document.
▶▶	Shows the beginning of a complete piece of syntax.
◀◀	Shows the end of a complete piece of syntax.
▶	Shows that the syntax continues on the next line.
▶	Shows that the syntax continues on this line.
▶	Shows that the parameter continues on the next line.
▶	Shows that a parameter continues on this line.
▶ parameter ▶	Shows a required parameter.
▶ parameter parameter ▶	Shows a choice of required parameters. You must select one.
▶ parameter ▶	Shows an optional parameter.
▶ parameter parameter ▶	Shows a choice of optional parameters. Select one or none.
▶ parameter ▶	Shows that you can repeat the parameter or specify more than one parameter.
▶ parameter ▶	Shows that you must enter a comma between repetitions of the parameter.

Sample Syntax Diagram



Chapter 1. Using the Online Text Editor

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1.1 Understanding editing tools

Overview: This manual discusses the online compiler text editor available in two types of CA-IDMS development tools:

- **Online compilers** — Throughout the manual, the term **online compilers** refers to the following CA-IDMS development tools:
 - DDDL compiler
 - Schema compiler
 - Subschema compiler
 - System generation compiler
- **IDD Menu Facility** — The online text editor provides two types of editing commands:
 - **Top-line commands** allow you to direct a development tool session. You enter top-line commands in the **command area** of the screen. Chapter 2, “Using Top-Line Commands” discusses these commands.
 - **Line commands** allow you to manipulate the contents of a workfile. Line commands begin in the first column of a line. Chapter 3, “Using Line Commands” discusses these commands.

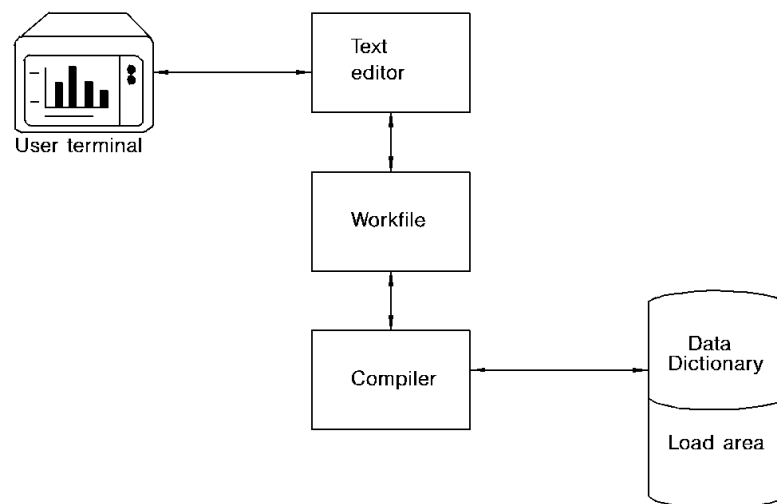
The remainder of this chapter discusses screens available in the different development tools.

1.2 Understanding online compilers

What are online compilers?: Online compilers process requests to add, modify, replace, delete, or display entity-occurrence definitions. The online schema, subschema, DDDL, and system generation compilers use the same **text editor** to simplify the coding of compiler input.

The text editor operates independently of the compilers, writing input to and output from the compiler to a **workfile** associated with each online session. A workfile contains **pages** of compiler input or output. You use the online text editor to display and modify the contents of the workfile so you can edit compiler output and resubmit it as input.

Online compilation flow: The figure below illustrates the online compilation process:



Free-form screen format: The free-form screen for an online compiler session contains a preformatted pop line and an input/output (I/O) area in which you can enter commands and definitions in a free-form manner.

You can enter characters in columns one through 79 on free-form screens, except when you enter process modules for CA-ADS®/Batch, in which case you should *not* enter characters past column 72.

The free-form screen consists of the following components:

- Command area — Comprises columns 2-21 for entering top-line commands
- Compiler name and release — Displays the online compiler name and release
- Message area — Displays one of the following:

- Workfile page and line numbers
- A NO ERRORS message
- The number of error messages issued for the compile
- The status if the PRINT command
- Dictionary/database names — Displays the name of the current dictionary and database, or the word BLK (if using block editing commands)
- Current/last lines — Displays the number of the current line and the last line of the workfile, or the word EMPTY (if the workfile is empty)

Example: The components of the free-form screen appear in the example below.

Command area	Compiler name and release	Message area	Dictionary/ database	Current/ last line
↓	↓	↓	↓	↓

```
suspend                IDD 15.0 ONLINE        PAGE 1 LINE 1  DICT=DBDCTST      1/17

**  ADD
**  ELEMENT NAME IS EMP-NAME VERSION IS 100
**      DATE CREATED IS      09/19/99
**      PUBLIC ACCESS IS ALLOWED FOR ALL
**      WITHIN RECORD EMPLOYEE VERSION 100
**      WITHIN RECORD EMPMAP-WORK-RECORD VERSION 1
**      ELEMENT NAME SYNONYM IS EMP-NAME-0415
**      ELEMENT NAME SYNONYM IS EMPNAME
**      ELEMENT NAME SYNONYM IS EMPNAM
**      ELEMENT NAME SYNONYM IS WK-EMP-NAME
**      PRIMARY
**      USAGE IS DISPLAY
**      ELEMENT LENGTH IS 25
**      SUBORDINATE ELEMENTS ARE (
**          EMP-FIRST-NAME VERSION IS 100
**          EMP-LAST-NAME VERSION IS 100 )
**.
```

1.3 Understanding the IDD Menu Facility

What is the Menu Facility?: The **IDD Menu Facility** is a menu-driven mode of the online DDDL compiler. The Menu Facility provides an alternative to free-form input of many online DDDL commands.

Screen formats: The IDD Menu Facility features three types of screen design:

- Fixed (non-pageable)
- Pageable
- Free-form

Each type of screen design is described below.

1.3.1 Using fixed screens

Fixed screens provide session, entity-occurrence, and program function (PF) key information. Fixed screens prompt you to enter the necessary specifications for the definitions you create.

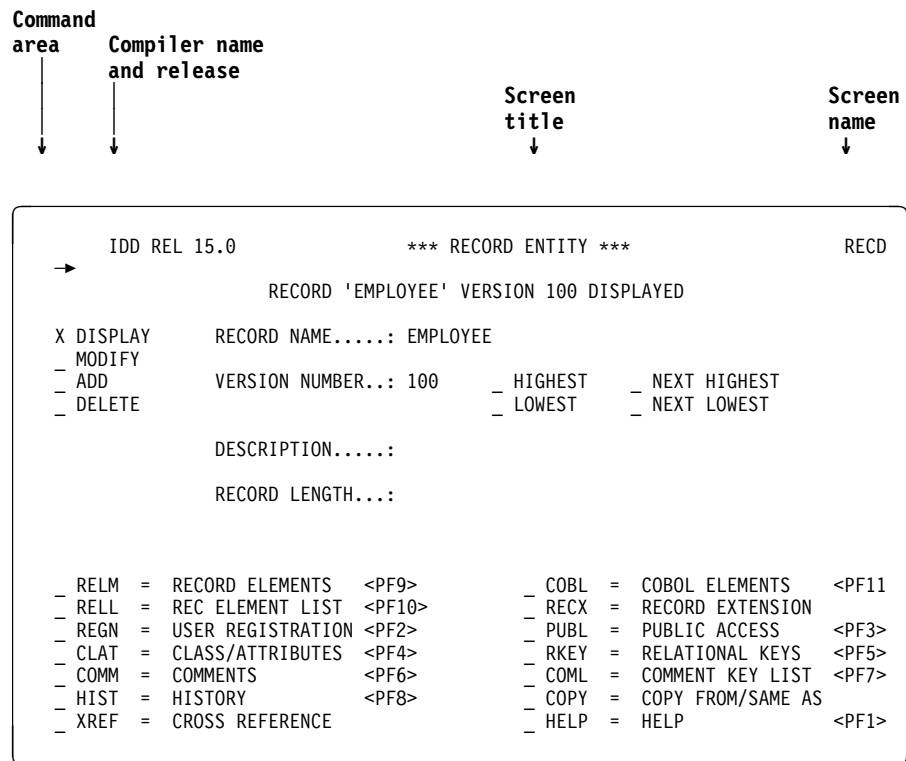
Available top-line commands: You can use the following top-line commands on fixed screens:

- HELP
- SUSPEND
- SWITCH

►►Refer to Chapter 2, “Using Top-Line Commands” for more information about top-line commands.

Example: As shown below, IDD Menu Facility fixed screens are divided into three areas:

- Heading and message area(first three lines)
- Specification area (beginning at X DISPLAY)
- Screen selection area (beginning at _RELM)



1.3.2 Using pageable screens

Pageable screens are similar to fixed screens in that both screens display a group of requested information (prompts). The difference is that pageable screens have multiple occurrences or multiple pages of the same group of prompts.

Two IDD Menu Facility pageable screens are the Systems Within Systems (SSYS) or Record Elements (RELM) screens. The DDDL compiler considers each *group* of lines that represents an entity to be one line of data.

Example: An example of the Systems Within Systems (SSYS) screen appears below. The DDDL compiler considers the lines beginning with `_EXCLUDE` and ending with `TEXT...` to be one line of data.

**Current page
and line number** **Current/last lines
of pageable screens**
 ↓ ↓

```

→   IDD REL 15.0          *** WITHIN SYSTEMS ***          SSYS
                                PAGE 1 LINE 4          4/12
                                SYSTEM 'OURSYS' VERSION 1

_ EXCLUDE   WITHIN SYSTEM...: KKSSYS
              VERSION NUMBER...: 9      _ HIGHEST   _ LOWEST
              TEXT.....:

_ EXCLUDE   WITHIN SYSTEM...: DCSYSTEM
              VERSION NUMBER...: 43     _ HIGHEST   _ LOWEST
              TEXT.....:

_ EXCLUDE   WITHIN SYSTEM...: DCSYSTEM
              VERSION NUMBER...: 82     _ HIGHEST   _ LOWEST
              TEXT.....:

_ EXCLUDE   WITHIN SYSTEM...: DCSYSTEM
              VERSION NUMBER...: 99     _ HIGHEST   _ LOWEST
              TEXT.....:

_ EXCLUDE   WITHIN SYSTEM...: DCSYSTEM
              VERSION NUMBER...: 44     _ HIGHEST   _ LOWEST
              TEXT.....:
  
```

Free-form screens, such as the Comments (COMM) or Module Source (SRCE) screens, are similar to the free-form screens that the online compilers use.

The DDDL compiler considers each *line* of text to be one line of data.

►►For more information, refer to 1.2, “Understanding online compilers,” earlier in this chapter.

Example: A sample IDD Menu Facility free-form screen appears below. The DDDL compiler considers the line beginning with OBTAIN to be one line of data.

**Current page
and line number** **Current/last 1
of pageable screens**
 ↓ ↓

```

→   IDD REL 15.0          *** MODULE SOURCE ***          SRCE
                                PAGE 1 LINE 1          1/1
                                MODULE 'EMP-MOD' VERSION 1

---+---1---+---2---+---3---+---4---+---5---+---6---+---7---+---
OBTAIN EMP-JOB-LR WHERE DESCRIPTION-0440 = 'PROGRAMMER/ANALYST'.
  
```

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2.1 Understanding top-line commands and their functions

Overview: You can use top-line commands in online compilers and in the IDD Menu Facility. These commands manipulate the contents of a workfile, execute the compiler, and suspend or terminate a session. You enter top-line commands in the **command area** of the screen.

This chapter discusses each top-line command, its purpose, and its syntax.

Equivalent control keys: For information about equivalent **control keys** for top-line commands, refer to Chapter 4, "Using online compiler control keys."

2.1.1 APPLY

Purpose: The APPLY command updates the screen and workfile without executing the compiler. This command is useful for reviewing edits before submitting the workfile to the compiler. An example of APPLY command usage follows:

1. Type INSERT. The text editor displays one line of existing text at the top of the I/O area, leaving the remainder of the area blank for entry of new lines.
2. Enter new lines of text.
3. Issue the APPLY command to add your new lines to the existing lines in the file. This allows you to review the file before executing the compiler.
4. Make necessary corrections and issue the UPDATE command to submit the workfile to the compiler.

Syntax

►►—APPlY—————►◄

2.1.2 CLEAR

Purpose: The CLEAR command deletes all lines contained in the workfile. Lines cleared from the workfile cannot be restored. CLEAR is available with all online compilers except the IDD Menu Facility.

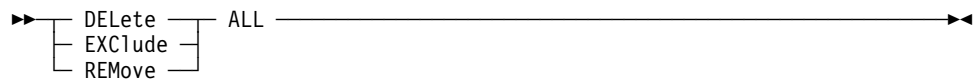
Syntax

►► — CLEar —————►◄
 └ CLR ─┘

2.1.3 DELETE ALL

Purpose: The DELETE ALL command (available only in the IDD Menu Facility) deletes all occurrences of information contained in all the pages of a pageable screen, and a free-form screen.

Syntax



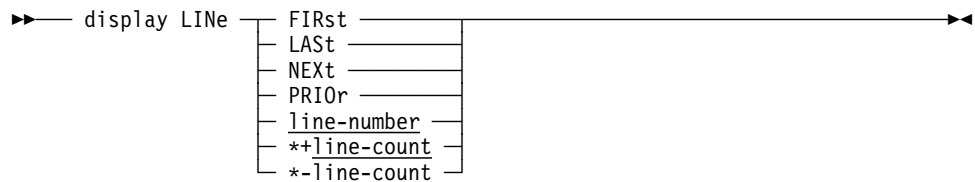
2.1.4 DISPLAY LINE

Purpose: The DISPLAY LINE command displays a specified line from the workfile as the current work-file line. If the requested line is not the last line in the workfile, subsequent lines are displayed beneath it.

In the IDD Menu Facility, DISPLAY LINE works slightly differently for **pageable screens**. For these screens, the DDDL compiler considers each group of lines that represents a definition to be *one line* of data. DISPLAY LINE displays the first line of the definition at the top of the screen I/O area.

Note: DISPLAY LINE can be used in all pageable screens except the Record Elements (RELM) screen. This is because one RELM definition (viewed by the compiler as one line) is equal to one page. The DISPLAY PAGE command is used to display multiple occurrences of the Record Elements screen.

Syntax



Parameters

FIRst

Displays the first line in the workfile.

LAST

Displays the last line in the workfile.

NEXt

Displays the line immediately following the first line in the screen I/O area.

PRIOR

Displays the line immediately preceding the first line in the screen I/O area. To avoid conflict with the PRINT command, PRIOR can only be abbreviated to PRIO. In the IDD Menu Facility, PRIOR can be abbreviated to PRI.

line-number

Displays the specified work-file line.

*+line-count

Displays the line derived by adding *line-count* to the current work-file line number. For example, if the current work-file line number is 25, you display line 45 by specifying:

***+20**

***-line-count**

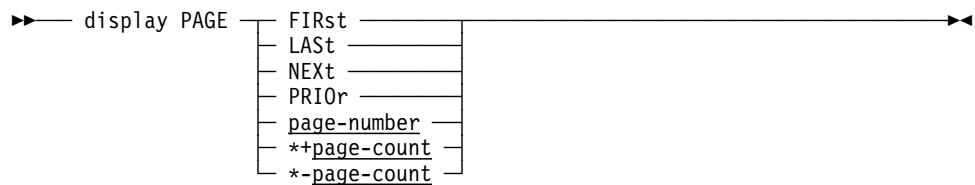
Displays the line derived by subtracting *line-count* from the current work-file line number. For example, if the current workfile line number is 45, as above, you display line 25 by specifying:

***-20**

2.1.5 DISPLAY PAGE

Purpose: The DISPLAY PAGE command displays a specified page of the workfile. A page is defined as the number of lines that the screen will accommodate, minus one for the top line.

You can request an explicit page number or a symbolic page number that indicates the relative position of the page within the workfile. You can enter any DISPLAY PAGE options without having to precede the option with the words DISPLAY PAGE. For example, you need only enter 12 to go to page 12 or LAST to go to the last page of the workfile.

Syntax**Parameters****FIRst**

Displays the first line in the workfile.

LAST

Displays the last page in the workfile.

NEXt

Displays the page in the workfile immediately following the current page.

PRIOr

Displays the page in the workfile immediately preceding the current page.

To avoid conflict with the PRINT command, PRIOR can only be abbreviated to PRIO. In the IDD Menu Facility, PRIOR can be abbreviated to PRI.

page-number

Displays the specified page.

.*+page-count

Displays the page derived by adding *page-count* to the current page number. For example, if the current workfile page is 4, you display page 6 by specifying:

***+2**

***-page-count**

Displays the page derived by subtracting *page-count* from the current page number. For example, if the current workfile page is 6, you display 4 by specifying:

***-2**

2.1.6 END

Purpose: The END command terminates the online session, deletes the contents of the workfile, and signs you off from the compiler.

Syntax

►► — END ————— ►◄

2.1.7 ENTER

Purpose: The ENTER command sets the function of the ENTER key to either APPLY or UPDATE for the duration of the session or until you issue another ENTER command.

►► For more information about APPLY or UPDATE functions, refer to their discussions in this chapter.

Syntax

►► — ENter=

UPdate ←
APPly

 ————— ►◄

2.1.8 ESCAPE

Purpose: The ESCAPE command establishes the escape character you must enter as the first character of a line command. Line commands are discussed in more detail in Chapter 3, “Using Line Commands.”

When specifying a line command, you type the current escape character in column 1 of the workfile. The escape character signals that subsequent characters should be evaluated as a line command, rather than as compiler input.

Syntax

►► — ESCape escape-character ————— ►◄

Parameter**escape-character**

Specifies any single alphanumeric character. The installation default for *escape-character* is the percent sign (%).

2.1.9 FIND

Purpose: The FIND command locates a specified character string by searching the workfile. FIND begins the search at the current page, displays the first page on which the character string is found, and highlights the lines that contain the object string. To continue the FIND operation, press ENTER. To discontinue the FIND operation before reaching the end (or beginning) of the workfile, press PA1.

In the IDD Menu Facility, FIND works slightly differently for **pageable screens**. For these screens, the line that contains the object string is not highlighted.

Syntax

```

>> Find 'character-string'
                                | FWD ← |
                                | BACK  |

```

Find character-string

Specifies the character string that is the object of the FIND operation. You must enclose *character-string* in quotation marks.

FWD/BACK

Specifies that the workfile is to be searched in either of the following directions:

- **FWD** (default) -- Forward from the current line in the workfile
- **BACK** -- Backward from the current line in the workfile

2.1.10 HELP

Purpose: The HELP command lists each top-line command and the PF key currently assigned to execute that command. To return to the workfile, press any PF key or press ENTER.

In the IDD Menu Facility, HELP can be issued from any screen. This displays the Help tutorial related to the screen from which you issued the HELP command. Press [PF1] to invoke the HELP command. To leave the Help tutorial and return to the prior screen, press [Clear].

Syntax

```

>> HELp

```

2.1.11 INSERT

Purpose: The INSERT command allows you to insert lines into the work file.

Syntax

```

>> INSErt

```

You use INSERT differently depending on whether you're using online compilers or the IDD Menu Facility as described below.

2.1.11.1 Using INSERT with online compilers

What to do: To insert text into the workfile during an online compiler session:

1. Issue the INSERT command, using one of the following methods:
 - **Top-line command** — Enter INSERT in the command area, position the cursor at the line that the inserted lines will *follow*, and press [Enter].
 - **PF key** — Position the cursor at the line that the inserted lines will *follow*. Press the PF key currently assigned to execute the INSERT command ([PF4] is the default).
2. Enter text on as many blank lines as necessary. The new text exists only on the terminal screen and has yet to be placed into the work file.
3. Continue issuing INSERT commands as each page is filled until all definitions are entered.
4. Merge the text with the workfile by performing one of the following actions:
 - **APPLY** — To update the screen and the workfile, enter the top-line command APPLY, discussed earlier in this section. If ENTER=APPLY then you can press ENTER and get the same results.

The text editor inserts the new lines into the workfile and updates the screen without executing the compiler. To submit the workfile to the compiler, use the top-line command UPDATE.
 - **UPDATE** — To execute the compiler, enter the top-line command UPDATE, discussed later in this section. If ENTER=UPDATE, then you can press ENTER and get the same results.

The text editor inserts the new lines into the workfile and compiles the contents of the updated workfile.

2.1.11.2 Using INSERT with the IDD Menu Facility

Example: In the IDD Menu Facility, special considerations apply to the use of INSERT on **pageable screens**. The DDDL compiler considers each group of lines that represents a definition to be *one* line of data, as illustrated on the the sample Program Within System (PSYS) screen in the IDD Menu Facility:

```

→      IDD REL 15.0                *** WITHIN SYSTEMS ***      PSYS
                                   PAGE 1 LINE 1
1/5
                                   PROGRAM 'PROG100' VERSION 1
_ EXCLUDE      WITHIN SYSTEM...: DCSYSTEM
                VERSION NUMBER...: 43      _ HIGHEST      _ LOWEST
                TEXT.....:
_ EXCLUDE      WITHIN SYSTEM...: DCSYSTEM
                VERSION NUMBER...: 44      _ HIGHEST      _ LOWEST
                TEXT.....:
_ EXCLUDE      WITHIN SYSTEM...: DCSYSTEM
                VERSION NUMBER...: 82      _ HIGHEST      _ LOWEST
                TEXT.....:
_ EXCLUDE      WITHIN SYSTEM...: DCSYSTEM
                VERSION NUMBER...: 99      _ HIGHEST      _ LOWEST
                TEXT.....:
_ EXCLUDE      WITHIN SYSTEM...: ASF
                VERSION NUMBER...:         _ HIGHEST      _ LOWEST
                TEXT.....:

```

What to do

- To insert text after all existing definitions:
 1. Display the last page of the pageable screen by either scrolling forward or using the `DISPLAY PAGE` command.
 2. If there is a blank formatted area at the bottom of the screen, enter a new definition; otherwise, scroll forward to obtain a blank formatted area and enter a new definition.
 3. Continue issuing `INSERT` commands as each page is filled until you have entered all definitions.
 4. Press `[Enter]` or use the top-line commands `APPLY/UPDATE`.
- To insert text before or between existing definitions:
 1. Determine the line that the new definition is to *precede*.
 2. Use a `DISPLAY LINE` command or scroll forward until the appropriate line is at the top of the screen.
 3. Type `INSERT` in the command area and press `[Enter]`.
 4. Enter text on any or all of the blank lines.
 5. Continue issuing `INSERT` commands as each page is filled until you have entered all definitions.
 6. Press `[Enter]` or use the top-line commands `APPLY/UPDATE`.

2.1.12 PRINT

Purpose: The PRINT command prints the contents of the workfile on a hard-copy printer. The system acknowledges receipt of the command with a PRINT INITIATED message in the message area. The PRINT command is valid for CA-IDMS/DC and CA-IDMS/UCF users only and is not available in the IDD Menu Facility.

Syntax

►► — PRInt ————— ◀◀

2.1.13 REPEAT

Purpose: The REPEAT command repeats a workfile line a specified number of times. To issue a REPEAT command, enter REPEAT in the command area, position the cursor at the line to be repeated, and press [Enter]. In the IDD Menu Facility, you can use the REPEAT command only on **free-form screens** such as the Comments (COMM) or Module Source (SRCE) screens.

Syntax

►► — REPeat ————— ◀◀
 └─ repeat-count ─┘

Parameters

REPeat

Repeats the specified line once.

repeat-count

Represents the number of times the line is to be repeated.

The maximum value for *repeat-count* is two less than the number of lines the terminal screen will accommodate. For example, on a 24-line terminal the maximum for *repeat-count* is 22. Entering an integer larger than the maximum value causes an error condition; reissue the command.

In the IDD Menu Facility, the maximum value for *repeat-count* is 18.

2.1.14 RESHOW

Purpose: The RESHOW command cancels all changes made to the current screen, then redisplay the current screen as of the last time a control key was pressed.

RESHOW is available with all online compilers except the IDD Menu Facility. However, in the IDD Menu Facility, [PA2] performs the same function.

Syntax

►► — REShow ————— ◀◀

2.1.15 SUSPEND

Purpose: The SUSPEND command allows you to exit from a session without ending the session. The current session is suspended, and control is returned to the CA-IDMS/DC or CA-IDMS/UCF system. The contents of the work file and session options are saved. You can proceed to another online component, then return to the suspended session at the point at which you exited.

If you sign off from the CA-IDMS/DC or CA-IDMS/UCF system, or if the system is terminated while a session is suspended, the workfile and all session options are lost.

When the session is operating under the transfer control facility (TCF), SUSPEND is synonymous with SWITCH, described later in this section.

The SUSPEND command can be issued from any screen in the IDD Menu Facility.

For CA-IDMS/DB ASF users: If you are using the CA-IDMS/DB Automatic System Facility (ASF) in the same online session, do not use SUSPEND to exit the schema or subschema compilers. Use the END or the SIGNOFF command.

Syntax

➤ — SUSpend ————— ➤

2.1.16 SWAP

Purpose: The SWAP command restores the screen and the workfile to their condition prior to the last execution of the compiler. SWAP is a convenient means of editing compiler input. For example, if the compiler returns error messages for your compiler input, you can use SWAP to redisplay the original input. You can correct the input and then recompile it.

Swapping screens does not revoke the results of the previous compilation. Any definitions that were successfully added to the data dictionary before you used the SWAP command remain in the the dictionary after you use the command.

The SWAP command is available with all online compilers except the IDD Menu Facility.

Syntax

➤ — SWAp ————— ➤

2.1.17 SWITCH

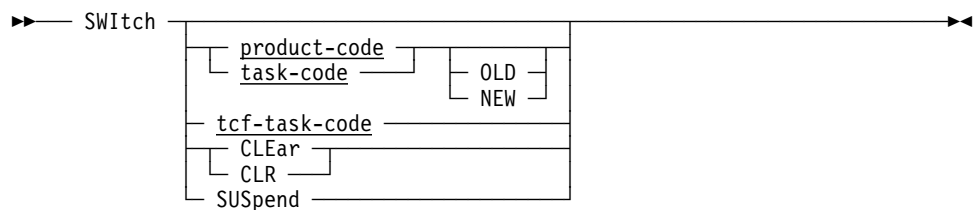
Purpose: The SWITCH command is available only when you're using an online compiler under the transfer control facility (TCF). TCF allows you to transfer directly from one development tool to another without having to return first to CA-IDMS/DC or CA-IDMS/UCF. You can issue SWITCH from any screen in the IDD Menu Facility.

The SWITCH command allows you to:

- Display the TCF Selection Screen
- Transfer to a previously suspended session of an online development tool (such as an online compiler) that has been defined to TCF
- Initiate a new session of an online development tool that has been defined to TCF
- Terminate or suspend a TCF session and return to CA-IDMS/DC or CA-IDMS/UCF

For additional information regarding the TCF, refer to *CA-IDMS Transfer Control Facility*.

Syntax



Parameters

SWITCh

Suspends the current online compiler session. Control transfers back to the most recently suspended online compiler session. If no suspended session exists, SWITCH transfers control to the TCF Selection Screen.

product-code/task-code

Specifies the development tool to which control should transfer:

- *product-code* identifies a development tool by a unique system-supplied invocation name. For example, IDD is the product code for online IDD; SSC is the product code for the online subschema compiler.
- *task-code* identifies a development tool by a unique installation-defined invocation name. For example, IDDT can be defined as the task code for online IDD; SSCT can be the task code for the online subschema compiler. Task codes are defined at system generation time and can vary from site to site.

The table below lists products and their task codes for use under TCF. Use this table to add site-specific task codes that were defined at system generation.

Online development tool	Installation default TCF task code	Site task code
CA-ADS application compiler	ADSAT	
CA-ADS dialog compiler	ADSCT	
Automated System Facility (ASF)	ASFT	
IDD Menu Facility	IDDMT	
Online IDD	IDDT	
Online map compiler	MAPCT	
Online command facility	OCFT	
CA-OLQ®	OLQT	
Online schema compiler	SCHEMAT	
Online subschema compiler	SSCT	
Online system generation compiler	SYSGENT	

OLD

Restarts the most recently suspended session of the requested development tool. If no such session exists, a new session of the requested development tool is started.

NEW

Starts a new session of the specified development tool.

Note: If you have a suspended IDD Menu Facility or online compiler session, NEW resumes that suspended session. This is because you can only have one suspended session for each of these tools.

tcf-task-code

Requests display of the **TCF Selection Screen**. The *tcf-task-code* for TCF at your site is specified at system generation time. The default task code is TCF.

A sample TCF Selection Screen is shown at the end of these SWITCH command syntax rules. The TCF Selection Screen provides the following information:

- A list of suspended sessions.. From this list you can select a session to be restarted.
- A list of all development tools available under TCF. From this list you can start a new session.
- A list of **database and data dictionary defaults** (DB defaults) that includes dbname, dictname, nodename, and dictnode. From this list you can set session defaults for these four options.

CLEAr

Suspends the online compiler session, ends the TCF session (clearing the list of suspended sessions and DB defaults), and returns control to CA-IDMS/DC or CA-IDMS/UCF

Although the suspended sessions are cleared from TCF, they can still be accessed by using the individual development tools, as long as you have not signed off from the host TP monitor. These suspended sessions exist until you sign off from the host TP monitor or the CA-IDMS/DC or CA-IDMS/UCF system terminates.

SUSpend

Suspends the online compiler session, suspends the TCF session (saving the list of suspended sessions and DB defaults), and returns control to CA-IDMS/DC or CA-IDMS/UCF.

When TCF is next executed, the list is displayed in the suspended sessions area of the TCF Selection screen. The list of suspended sessions is saved by TCF when you sign off from the host TP monitor or the CA-IDMS/DC or CA-IDMS/UCF system terminates.

Example: The **TCF Selection Screen**, which you can display by specifying SWITCH *tcf-task-code*, is shown below:

TRANSFER CONTROL FACILITY		COMPUTER ASSOCIATES INTL INC *** SELECTION SCREEN ***	
_ SUSPEND TCF SESSION (PF9)		DBNAME...:	DBNODE...:
_ TERMINATE TCF SESSION (PF3)		DICTNAME: TSTDICT	DICTNODE:
TCF TASKCODES		*SUSPENDED SESSIONS*	
SELECT ONE TO START A NEW SESSION		SELECT ONE TO RESUME AN OLD SESSION	
		TASKCODE	DESCRIPTOR
_ TCF			
_ SYSGENT	SYSGEN COMPILER		
_ MAPCT	MAP DEFINITION		
_ ADSCT	DIALOG COMPILER		
_ ADSAT	APPLICATION COMPILER		
_ ASF			
_ ASFT			
_ IDDT	IDD COMMAND MODE		
_ SSCT	SUBSCHEMA COMPILER		
_ SCHEMAT	SCHEMA COMPILER		
_ IDDMT	IDD MENU MODE		
_ OLQ	OLQ COMMAND MODE		
_ OLQT	OLQ COMMAND MODE		

2.1.18 UPDATE

Purpose: The UPDATE command applies your most recent changes to the workfile *and* submits the contents of the workfile to the compiler. In contrast, you use the APPLY command if you only want to update the workfile.

Syntax

►► — UPDate ————— ►►

Chapter 3. Using Line Commands

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3.1 Understanding line commands and their functions

Overview: **Line commands** are editor commands that you enter on an actual definition line on an online compiler editor screen. For example, you repeat a given definition line by typing the *repeat* line command right on the definition line to be repeated.

You use line commands to copy, delete, move, and repeat lines or blocks of lines within a workfile. Additionally, a top line command allows you to reposition the screen by moving a selected line to the top of the screen.

This chapter provides the following information about line commands:

- A summary of available line commands
- Considerations for entering line commands
- How to use block commands

Used only on free-form screens: In the IDD Menu Facility, you can use line commands only on **free-form screens**, such as the Comments (COMM) or Module Source (SRCE) screens.

Escape character: Line commands must begin with the **escape character** in column 1. This manual uses the default escape character, the percent sign (%). You can define a different escape character by using the ESCAPE command.

►►For more information about the ESCAPE command, refer to Chapter 2, “Using Top-Line Commands.”

Available commands: The table below lists line commands, their function, and the format in which you enter them. The string (**space**) shown throughout this chapter represents the number of spaces you must enter following each line command:

Function	Single command format	Block command format
After (Line identifier)	///////// /////////	%A(space)
Before (Line identifier)	///////// /////////	%B(space)
Copy Lines	%C[n](space)	%CB(space). . .%CE(space)
Delete Lines	%D[n](space)	%DB(space). . .%DE(space)
Move Lines	%M[n](space)	%MB(space). . .%ME(space)
Repeat Lines	%R[n](space)	%RE(space)
Top Line	%T(space)	%T(space)

What to consider

- Line commands cannot contain embedded spaces, but you must enter a space after them, as shown below:

```
Line one
Line two
%r(space)Line three
```

- The text editor processes line commands when you press [Enter] or any PF key. When line commands are present in the file, pressing a control key *does not* invoke the compiler (even if ENTER=UPDATE is in effect).

What can you do?: You can perform the following functions, each of which is discussed in this section, using line commands:

- Enter line commands for blocks of lines
- Copy lines or blocks of lines
- Move lines or blocks of lines
- Repeat lines or blocks of lines
- Delete lines or blocks of lines
- Reposition lines on the screen

3.2 Entering block commands

What to consider: You can use line commands to modify a block of definition lines at one time. The following considerations apply when you use line commands for a block of lines:

- You use block commands to perform an operation on two or more *consecutive* lines. For example, you can move three consecutive lines by using the block **move** command, as shown below:

Sample input:

```
%mb(space)This is the beginning of the text block
      This is the middle of the text block
%me(space)This is the end of the text block
%a(space)This is the line after which you move text
```

Sample results:

```
      This is the line after which you move text
      This is the beginning of the text block
      This is the middle of the text block
      This is the end of the text block
```

- You can enter line commands in any order. For example, you can specify the target line (%A or %B) either before or after indicating the line or block of lines. After you have entered all the line commands for the specified operation, you perform the operation by pressing [Enter].
- The editor displays the literal BLK (block) in the message area of the screen after you've entered a block command. The editor continues to display this literal as a reminder until you either complete or cancel the current copy, delete, move, or replace operation.

Common text editing errors: The text editor assumes that you made an error when you enter conflicting commands. In this case, the editor nullifies all the line commands that you entered. The table below demonstrates text editing errors:

Type of error	Example
Mixing block commands	%CB(space) (copy begin) . . . %ME(space) (move end)
Specifying a target line inside a block	%CB(space) . . %A(space)◀ This is a target inside a block to be copied %CE(space)
Specifying the start of the block after the end of the block	%CE(space)◀ This is the end of a block . . . %CB(space)◀ This is the beginning of the block

3.3 Copying lines

What to do: To copy a line or a block of lines to another place in the workfile, use any of the following forms of the copy (C) line command:

Use:	To:
%C(space)	Copy the indicated line to the destination marked by the %A or %B command.
%Cn(space)	Copy the specified number of lines to the destination marked by the %A or %B command. For example, %C5 copies the line on which the command is located and the four lines immediately following that line.
%CB(space). . .%CE(space)	Copy a block of lines to the destination marked by the %A or %B command. The two lines marked with %CB and %CE and all intervening lines are copied. The original lines are not deleted. Note: You can enter block commands (%CB and %CE), so that they span more than one page of the workfile.
%A(space) or %B(space)	Determine where the selected lines are copied: <ul style="list-style-type: none"> ■ %A(space) identifies the line <i>after</i> which the targeted lines are copied. ■ %B(space) identifies the line <i>before</i> which the targeted lines are copied.

Scenario — copying lines: The scenario below illustrates how to copy lines on the online compiler screens. The example below shows the original workfile as it appears on the online compiler screen.

```

                                IDD 15.0 ONLINE      PAGE 1 LINE 1                      1/3
ADD RECORD IS KBR-DC-REC
  VERSION IS 3
  PREPARED BY KBR.
RECORD ELEMENT IS
  ADDRESS-0415-KBR
  USAGE IS DISPLAY.
RECORD ELEMENT IS
  EMP-ID-0415-KBR
  PICTURE 9(5)
  USAGE IS DISPLAY.
RECORD ELEMENT IS
  EMP-NAME-0415-KBR
  USAGE IS DISPLAY.
```

The copy (%c) line command copies the COBOL picture for EMP-ID-0415 KBR to the line after the line designated by the copy after (%a) command.

3.3 Copying lines

```
                                IDD 15.0 ONLINE      PAGE 1 LINE 1      1/3
ADD RECORD IS KBR-DC-REC
  VERSION IS 3
  PREPARED BY KBR.
RECORD ELEMENT IS
  ADDRESS-0415-KBR
  USAGE IS DISPLAY.
RECORD ELEMENT IS
  EMP-ID-0415-KBR
%c PICTURE 9(5)
  USAGE IS DISPLAY.
RECORD ELEMENT IS
%a EMP-NAME-0415-KBR
  USAGE IS DISPLAY.
```

The online compiler screen below displays the results of the copy procedure in the modified workfile:

```
                                IDD 15.0 ONLINE      PAGE 1 LINE 1      1/3
ADD RECORD IS KBR-DC-REC
  VERSION IS 3
  PREPARED BY KBR.
RECORD ELEMENT IS
  ADDRESS-0415-KBR
  USAGE IS DISPLAY.
RECORD ELEMENT IS
  EMP-ID-0415-KBR
  PICTURE 9(5)
  USAGE IS DISPLAY.
RECORD ELEMENT IS
  EMP-NAME-0415-KBR
PICTURE 9(5)
  USAGE IS DISPLAY.
```

3.3.1 Moving lines

What to do: To move a line or a block of lines to another place in the workfile, use any of the following line commands:

Use:	To:
%M (space)	Move the indicated line to the destination marked by the %A (after) or %B (before) command
%Mn (space)	Move the specified number of lines to the destination marked by the %A (after) or %B (before) command. For example, %M5 moves the line on which the command is located and the four lines immediately following it.
%MB (space). . %ME (space)	<p>Move a block of lines to the destination marked by the %A (after) or %B (before) command. The two lines marked with %MB and %ME and all intervening lines are moved.</p> <p>Note.: You can enter %MB...%ME so that it spans more than one page of the workfile.</p> <p>To see an example of moving lines, refer to 3.2, “Entering block commands” at the beginning of this chapter.</p>
%A (space) or %B (space)	<ul style="list-style-type: none"> ■ %A(space) identifies the line <i>after</i> which the targeted lines are moved. ■ %B(space) identifies the line <i>before</i> which the targeted lines are moved.

Scenario — moving lines: The scenario below illustrates moving a block of text using line commands. Note that you type the line commands over existing characters, and that you type a space at the end of each command.

The sample screen below shows the original workfile as it appears on the online compiler screen.

```

                                IDD 15.0 ONLINE      PAGE 1 LINE 1      1/3
ADD RECORD IS KBR-DC-REC
  VERSION IS 3
  PREPARED BY KBR.
RECORD ELEMENT IS
  ADDRESS-0415-KBR
  USAGE IS DISPLAY.
RECORD ELEMENT IS
  EMP-ID-0415-KBR
  PICTURE 9(5)
  USAGE IS DISPLAY.
RECORD ELEMENT IS
  EMP-NAME-0415-KBR
  USAGE IS DISPLAY.
```

The move begin (%mb) and move end (%me) block commands specify the text block you want to move. The move after (%a) command identifies the line after which you want to place the text block.

```
                                IDD 15.0 ONLINE      PAGE 1 LINE 1      1/3
ADD RECORD IS KBR-DC-REC
  VERSION IS 3
  PREPARED BY KBR.
%mb RECORD ELEMENT IS
  ADDRESS-0415-KBR
%mb USAGE IS DISPLAY.
RECORD ELEMENT IS
  EMP-ID-0415-KBR
  PICTURE 9(5)
  USAGE IS DISPLAY.
RECORD ELEMENT IS
  EMP-NAME-0415-KBR
%a  USAGE IS DISPLAY.
```

The results of the block move procedure appear on the sample screen below.

```
                                IDD 15.0 ONLINE      PAGE 1 LINE 1      1/3
ADD RECORD IS KBR-DC-REC
  VERSION IS 3
  PREPARED BY KBR.
RECORD ELEMENT IS
  EMP-ID-0415-KBR
  PICTURE 9(5)
  USAGE IS DISPLAY.
RECORD ELEMENT IS
  EMP-NAME-0415-KBR
  USAGE IS DISPLAY.
RECORD ELEMENT IS
  ADDRESS-0415-KBR
  USAGE IS DISPLAY.
```

3.3.2 Repeating lines

What to do: To repeat a line or block of lines, use any of the following forms of the repeat (R) line command:

Use:	To:
%R(space)	Repeats the indicated line one time.
%Rn(space)	Repeat the indicated line <i>n</i> times. For example, %R2 repeats the line two times.
%RBn(space) . . . %RE(space)	Repeat a block of lines <i>n</i> times. %RB <i>n</i> defines the beginning of the block and the number of times the block is to be repeated. %RE defines the end of the block.
	Note: The %R line command is not subject to the same repetition limit as the top-line command REPEAT. For example, %R100 is a valid command, REPEAT 100 is not.

Scenario — repeating lines: The sample screens below illustrate the process of repeating lines. The screen below shows the original workfile:

```

                                IDD 15.0 ONLINE      PAGE 1 LINE 1      1/3
02 WK-GROUP USAGE IS DISPLAY OCCURS 5 TIMES.
05 WK-VARIABLE-A USAGE IS DISPLAY PIC X(2).
05 WK-BIT-1 USAGE IS BIT PIC X(3).

```

To repeat a line, enter %r2 on the line you want to repeat.

```

                                IDD 15.0 ONLINE      PAGE 1 LINE 1      1/3
02 WK-GROUP USAGE IS DISPLAY OCCURS 5 TIMES.
05 WK-VARIABLE-A USAGE IS DISPLAY PIC X(2).
%r2 5 WK-BIT-1 USAGE IS BIT PIC X(3).

```

After entering the repeat command, the repeated lines appear so that you can modify them in the workfile.

```

                                IDD 15.0 ONLINE      PAGE 1 LINE 1      1/5
02 WK-GROUP USAGE IS DISPLAY OCCURS 5 TIMES.
05 WK-VARIABLE-A USAGE IS DISPLAY PIC X(2).
05 WK-BIT-1 USAGE IS BIT PIC X(3).
05 WK-BIT-1 USAGE IS BIT PIC X(3).
05 WK-BIT-1 USAGE IS BIT PIC X(3).

```

3.3.3 Deleting lines

What to do: To delete a line or block of lines, use any of the following forms of the delete (D) command:

Use:	To:
%D(space)	Delete the indicated line.
%Dn(space)	Delete the specified number of lines. For example, %D5 deletes the command line and the four lines immediately following it.
%DB(space) . . . %DE(space)	Delete a block of lines. The two lines marked with %DB and %DE and all intervening lines are deleted. Note: You can enter %DB/%DE so that it spans more than one page of the work file.

3.4 Repositioning lines on the screen

What to do: Use the top (T) line command to reposition the lines currently displayed on the screen. This command has only one format:

%T(space)

When you enter this command at a specific line, the text editor moves the workfile forward until the line specified by the %T is the top line of the screen.

Chapter 4. Using Control Keys

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4.1.2 Using online compiler control keys	4-4
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4.1 Understanding control keys and their functions

What to do: You can use control keys (such as PF keys, PA keys, and [Enter]) as an alternative to top-line commands. Default control key assignments differ between online compilers and the IDD Menu Facility. To display the current control key assignments, use the HELP command.

What to consider

- Top-line and line commands override PF keys. When you enter a top-line or line command, PF keys have the same function as [Enter], which updates the workfile.
- [PA1], [PA2], and [Clear] have priority over the commands in the command area. If you press one of these keys, no data is transmitted from the terminal.

This chapter discusses how to:

- Simulate PF keys (if your terminal does not have PF keys)
- Use online compiler control keys
- Use IDD Menu Facility control keys

4.1.1 Simulating PF keys

What to do: On terminals that have no PF keys, you can perform PF key-related functions in the IDD Menu Facility by using **PF key simulation**. To activate PF-key simulation in the IDD Menu Facility:

1. Enter any character in the PF KEY SIMULATION ON response field on the Master Selection screen.
2. Enter a one- or two-digit PF key number in the simulated PF key field in the upper left corner of the screen. Note that the HOME key moves the cursor to the simulated PF key field when PF key simulation is in effect.
3. Press [Enter].

Example: On the Master Selection screen below, you enter **6** in the PF KEY SIMULATION ON field to simulate [PF6], which requests the Element Entity screen:

```

6   IDD REL 15.0          *** MASTER SELECTION ***          TOP
→

      DICTIONARY NAME....: TSTDICT      NODE NAME...:

      USER NAME.....:
      PASSWORD.....:

      USAGE MODE.....: X UPDATE      _ RETRIEVAL

      PFKEY SIMULATION...: _ OFF      X ON

_ ATTR = ATTRIBUTE      <PF2>          _ PROC = PROCESS          <PF3>
_ CLAS = CLASS          <PF4>          _ PROG = PROGRAM        <PF5>
_ ELEM = ELEMENT        <PF6>          _ RECD = RECORD         <PF7>
_ FILE = FILE           <PF8>          _ TABL = TABLE         <PF9>
_ MODU = MODULE         <PF10>         _ USER = USER          <PF11>
_ ENTL = USER DEFINED ENTITY LIST      _ SYST = SYSTEM
_ MSGS = MESSAGE
_ QFIL = QFILE
_ DISP = DISPLAY ALL      _ OPTI = OPTIONS
                          _ HELP = HELP          <PF1>

```

After entering **6** on the Master Selection screen, you access the Element Entity screen.

```

→   IDD REL 15.0          *** ELEMENT ENTITY ***          ELEM

      DICT=TSTDICT

X DISPLAY      ELEMENT NAME....:
_ MODIFY
_ ADD          VERSION NUMBER...: 1      _ HIGHEST      _ NEXT HIGHEST
_ DELETE                          _ LOWEST      _ NEXT LOWEST

DESCRIPTION:

PICTURE.....:                                NO SYNC: X   SYNC: _

USAGE.....: X DISPLAY                        _ CONDITION NAME (LEVEL 88)
          _ COMP/COMP-4 (BINARY)          _ COMP-3 (PACKED DECIMAL)
          _ COMP-1 (SHORT FLOATING)       _ COMP-2 (LONG FLOATING)
          _ BIT                           _ POINTER

_ ELMX = ELEMENT EXTENSION <PF9>          _ SUBE = SUBORD ELEMENTS <PF11>
_ REGN = USER REGISTRATION <PF2>         _ PUBL = PUBLIC ACCESS  <PF3>
_ CLAT = CLASS/ATTRIBUTES <PF4>          _ RKEY = RELATIONAL KEYS <PF5>
_ COMM = COMMENTS          <PF6>         _ COML = COMMENT KEY LIST <PF7>
_ HIST = HISTORY           <PF8>         _ COPY = SAME AS/COPY FROM
_ XREF = CROSS REFERENCE   <PF10>        _ HELP = HELP          <PF1>

```

4.1.2 Using online compiler control keys

The table below lists the installation default control keys, their associated top-line commands, and their functions in online compilers. The table also provides space for you to associate site-specific control keys with online compiler functions.

Press (default)	Site key	To invoke	Which
[PF1], [PF13] [PF8], [PF20]		DISPLAY PAGE NEXT	Scrolls forward one page
[PF2], [PF14] [PF7], [PF19]		DISPLAY PAGE PRIOR	Scrolls backward one page
[PF3], [PF15]		DISPLAY LINE NEXT	Scrolls forward one line
[PF4], [PF16]		INSERT	Inserts up to a full screen of lines
[PF5], [PF17]		APPLY	Updates screen contents and workfile but does not invoke the compiler
[PF6], [PF18]		UPDATE	Updates workfile and executes the compiler
[PF9], [PF21]		SWAP	Restores the workfile contents
[PF12],[PF24]		PRINT	Prints the workfile contents
[PA1]		Cancel FIND	Cancels the FIND command
[PA2]		RESHOW	Cancels changes to the current screen and redisplay the screen
[Clear]		[Clear]	Clears the workfile
[Enter]		=APPLY	Updates the screen and the workfile
		=UPDATE	Updates the workfile and executes the compiler

4.2 Using IDD Menu Facility global control keys

The table below lists global control keys for the IDD Menu Facility. This table does not include local control keys, which are available only on specific IDD Menu Facility screens.

Press	To invoke	Which
[PF1], [PF13]	HELP	Displays online help tutorial associated with the current screen
[PF7], [PF19]	DISPLAY PAGE PRIOR	Scrolls backward one page (pageable and free-form screens only)
[PF8], [PF20]	DISPLAY PAGE NEXT	Scrolls forward one page (pageable and free-form screens only)
[PA1]	Restart	Erases information typed on the screen since the last control key was pressed
[PA2]	Refresh screen	Cancels changes to the current screen and redisplay the screen
[Clear]	Prior screen	Displays the prior screen
[Enter]	=APPLY	Updates the screen and the workfile
	=UPDATE	Updates the workfile and executes the compiler

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